

SEGA

SEGA CD

MAD DOG II

the Lost Gold

AMERICAN
LASER GAMES, INC.

LIVE ACTION
PICTURE

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA CD™ SYSTEM

TEEN
T
AGES 13+

WARNING:

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING:

FOR OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

HANDLING YOUR CD DISK

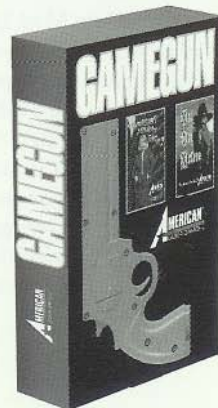
- The Sega CD Disc is intended for use exclusively with the Sega CD system.
- Handle it with care. Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

MAD DOG II

the Lost Gold™



The GAMEGUN™ is now available to provide arcade level shooting action for all American Laser Games shooting titles on the SEGA CD™ System.



PLAYING THE GAME

Find the prospector with the map before Mad Dog does. A guide will be necessary to help you discover the quickest trail to the treasure. Three guides are in town skilled enough to get you through one of three routes. "The Professor" will take you through the mountains and Mad Dog's men. "Buckskin Bonnie" can lead you through the Bad Lands and banditos. "Shooting Beaver" knows his way through renegade country. Remember, you must save your guide before they can help you. Discover the gold and return it to the mission before Mad Dog gets his hands on it.

THE ROCKIES GAZETTE

Santa Fe August 1, 1868

A brawl broke out last week at Zeek's Saloon in Santa Fe over a treasure map. "Sidewinder", an old prospector, was said to be bragging about finding part of a map from a lost 16th century Spanish treasure. It's unclear exactly how the brawl started... from Sidewinder's debtors, perhaps uninvited words from a couple of misfits known to be Mad Dog's men. The old prospector has rekindled the legend of a lost Spanish treasure buried somewhere in the Rockies, containing enough gold to supply a sizable army. Sidewinder disappeared during the brawl, leaving behind not just a mangled saloon but the mystery of the truth of his story. If Sidewinder is telling it straight, we can only hope Mad Dog never finds Sidewinder and the gold, for this territory cannot withstand renegades, banditos and a Mad Dog army. The Padre in Santa Fe has made a plea; if the treasure is found, to return it to the mission to help the church serve the community.

GETTING STARTED

1. Connect your Sega CD and Sega Genesis™ systems and plug in a control pad into control plug 1. A control pad, GAMEGUN™, Menacer™, or Mega Mouse™ can be plugged into control port 2. Turn on your TV or monitor, and then turn on your Genesis.
2. Place the Mad Dog II The Lost Gold CD into the disc tray, label side up. Close the tray.
3. If the Sega CD logo is on screen, press Start to begin. If the Control Panel is on screen, move the cursor to the CD-ROM button, and then press Button A, B or C. The Sega screen appears.



MENU SCREEN

The menu screen is reached from the demo loop by pressing the START button on the control pad in control port 1. The menu screen allows you to start the game for 1 player or 2 players; access the Calibration Screen; select the difficulty level Deputy, Sheriff, or Marshall; choose the control pad or other shooting device by selecting on each area with button A or pulling the trigger.

CALIBRATION SCREEN

Press button A on control pad, target the skull and pull the trigger. The gun is now calibrated; repeat if needed. Accuracy can be enhanced by changing the "Flash Color" that appears while playing when the trigger is pulled. Button C on control pad cycles through flash colors. Press button C and pull trigger off the screen to better detect screen flash color. Three flash settings are possible: blue, red, and white. TV monitor flash accuracy and color varies, select the screen flash setting that works best for you.

KNOWING YOUR CONTROLS



CONTROL PAD

Start Button:

- If the Sega CD logo appears after loading the disc, you can hit the start button immediately to begin the game review, or the system will automatically go into the game review after a 10 second pause. The game review mentions important hints and explains what the game is about.
- Starts game play. Hit the start button to get to the menu screen for player options.
- Pauses the game.

Directional Pad:

- In menu or calibration screen, used for selection.
- Aims your six shooter.
- When moved to the bottom of the screen, allows the gun to be holstered and reloaded.

"A" Button:

- When the gun is pointing into the screen, fires your six shooter.
- When the gun is pointing down, drops the gun into the holster for a reload.

"B" Button:

- Used to double the speed of gun movement.
- If "C" BUTTON is also pressed, speed is 8 times faster.

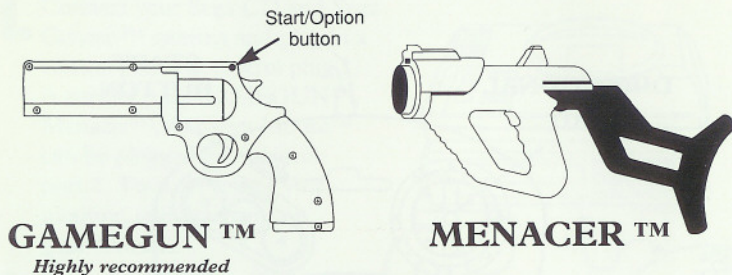
"C" Button:

- Used to quadruple the speed of gun movement.

Two Player Mode:

- When using two control pads for two player mode, player 1 is control pad 1 and player 2 is control pad 2. See general two player notes later.

GENERAL GUN USAGE



GAMEGUN™
Highly recommended

MENACER™

- The gun fires where pointed on the screen as long as you have bullets.
- The FRONT bottom button can be used to pause the game with the Menacer™. The GAMEGUN™ has a start/pause button on the left side.
- Some video guns require using the control pad START button to pause or to view the menu screen.
- The guns work best when in the range of 5 to 12 feet from the television screen.
- The guns can be calibrated by selecting calibrate on the menu screen. To calibrate the gun, push "A" button on the control pad in control port 1. Aim the gun at the skull and press the trigger. Check the accuracy of the gun, and recalibrate if necessary. Use START button on the control pad in control port 1 to get back to the menu screen.



MEGA MOUSE™

- Moving mouse aims your six shooter.
- The left button on the mouse is used to shoot.
- The START button on the control pad in control port 1 is used to start and pause the game.
- Older Genesis models may experience Mega Mouse™ incompatibility. If incompatibility occurs, resort to using the control pad.

TWO PLAYER GENERAL

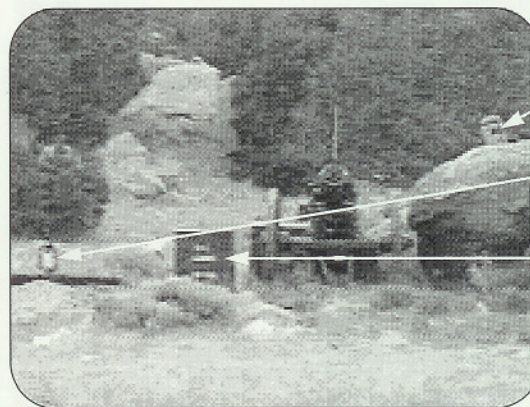
- Two player mode is an alternating style of play, each player plays until the undertaker says otherwise (one life is lost).
- The score for each player is displayed at the top.
- Between each player's turn, a screen will show which player's turn it is and ask that player if they are ready. The game will wait until the screen has been shot before continuing.

RESTART

- If you want to RESTART or go back to the MENU SCREEN for other selections, hold the A, B and C buttons down and hit start.

CLUES

- Remember your reward will be greater if you play through without losing more than two lives and don't have to use too many continues.
- Don't consider yourself a hot-shot until you can play through as a Marshall and rescue the gold..
- When this action scene appears during the game, you will need to be aware of the locations of various targets:



Jug

Lantern

Ammo
Box

SEGA CD GAME DEVELOPMENT ACKNOWLEDGEMENTS

Programmers: Durwin F. De La Rue
Tom Desmarais
Steve Stewart

Hardware Support: Jimmy Martinez

Computer Graphics: Jeff Baker
Gerardo Sprigg

Sound Effects: Gino Rascon

ORIGINAL ARCADE PRODUCTION ACKNOWLEDGEMENTS

CAST

Mad Dog McCree	Rusty Dillen	New Mexico	Heidi Briscoe
Buckskin Bonnie	Kristen Greer	Gunfighter's Assoc.	Lee H. Briscoe
Padre	K.E. Bibeau		Joseph Caudinalli
Professor	Clifford Voake		Angela Cork
Prospector	Lee James O'Donnel		Tim Eddy
Stagecoach Driver	Ben Zeller		Paul Kaveshan
Shooting Beaver	Ruben Moreno		John R. Krizan
Barmaids	Siren Anderson		Lisa Kay Krizan
	Alisa Becerra		David Alan May
	Stephanie Flowers		Steven W. Nessel
Stunt Performers	Al Cantu		Jeannie Rice
	Lori Dellen		Dawn Sleeper
	Rusty Dillen		Johnny L. Stults
	Joey Hamlin		Mike Trompak
	Jerry King		Roy A. Ward
	Michael Pritchard	Undertaker	Carol Eason
	Wally Welch	Piano Player	Arther S. Erickson
Renegades	Jorge Andrade	Senorita	Stephanie Flowers
	Pat Hall	Sheriff	Jim Jarocki
	Lewis H. Alexander	Stagecoach Driver	Tom Berto
	Allan Joseph	Town Children	Tyra Dillen
	Frederick Lopez		Katie Phelan
	Marcos Martinez	Villagers	Patti Grebe
	Armando M. Ortega		Teresa Rodriguez
			Katie Wells

SPECIAL THANKS TO:

Mr Gerald Blea, Cumbres & Toltec Railroad
Mr Glenn Hughes, Bonanza Creek Ranch
Mr J.W. Eaves Western Mule Town
Mr Tom Pelmore, The Pelmore Estate (mission set)

VERY SPECIAL THANKS TO:

Mr David Alan May, New Mexico Gunfighters Association

FILMED ON LOCATION AT CUMBRES & TOLTEC RAILROAD
BONANZA CREEK RANCH
J.W. EAVES WESTERN MOVIE TOWN
THE PELMORE ESTATE (MISSION SET)

ORIGINAL ARCADE PRODUCTION ACKNOWLEDGEMENTS

(Cont)

Game Programmer	Pierre Maloka	Executive Producer	Robert Grebe	Game Design	Robert Grebe
Director	David O. Roberts	Writer	Ben Zeller		Randy Quick
Art Director	Kylene Wing	Director of Photography	Barry Kirk		Barry Kirk
Art Director Assistant	Miki Edelman	Key Grip	Mike Lamb		Dave Roberts
Stylist	Nancy Harvin	Best boy	Bob Willis	Producer/Assistant Director	Les Wells
Props Assistant	Mary Jndrich	Gaffer	George Welch	Painter/Carpenter	Jorge Andrade
Wardrobe	Carolyn Fleming	Electrician	John Stearns	Printers	Patt B. Garcia
Wardrobe Assistant	Lori Dillen	Production Assistant	Jon Dwyer		Lyn Osburn
Seamstress	Kathy Rice	Gun Wrangler	Utah Conner	Carpenter (cave)	Chris Dowling
Make-up/Hair	Merle Dean Sanchez	Craft Service	Linda Pate		Jerry King
Make-up/Hair Assistant	Gina La Mendola	Catering (Chama)	Evergreen Catering		Ben Zeller
Stunt Coordinator	Rusty Dillen	Catering	Redi to Cater	Paramedic (Chama)	Lisa Collier
Special Effects	Dieter Sturm	Vehicles (Chama)	Wayne Elliott	Paramedic (Bonanza Creek Ranch)	Greg Sandoval
Coordinator	Dieter Sturm		Lindsay Elliot		Terrel Treat
Special Effects Foreman	Yvonne Sturm	Honeywagon Operator	Bill Saylor	Paramedic	(J.W. Eaves Western Set)
Special Effects	Barth Slade	Script Clerk	Peggy Durkin		Henry Towles
Construction	Eric Williams	Livestock	Tim Carrol	Office Manager for	Southwest Productions
Sound Recordist	Eric Williams	Wrangler	Tom Berto		Rebecca Beall
				Assistant to Mr. Wells	Michele Scutti
				Engineer	Steve Denning
				Gun Wrangler	Steve Haro
				Assistants	Paul Senych

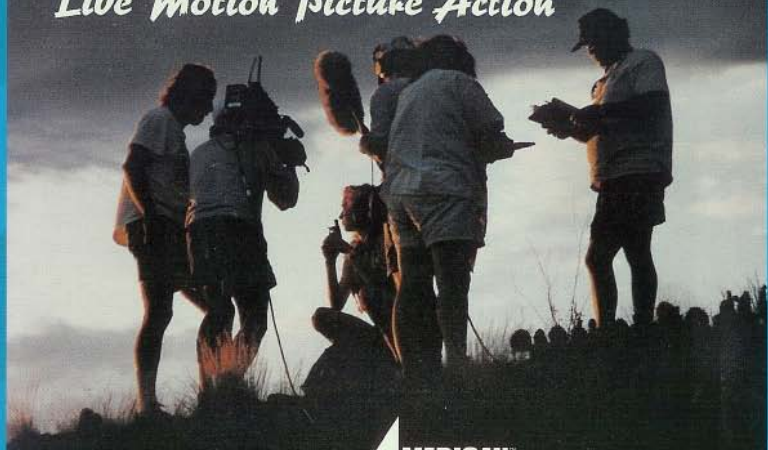
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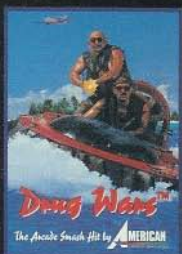
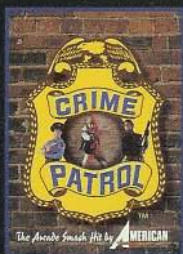
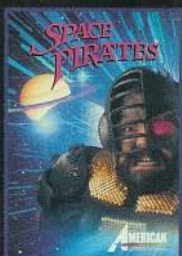
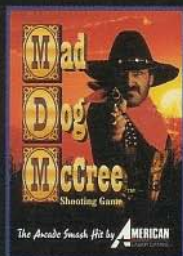
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Live Motion Picture Action



Created by **AMERICAN**
LASER GAMES, INC.

Now you can enjoy exciting motion picture arcade hits on the SEGA CD™ system. American Laser Games captivates the arcade industry with interactive live motion picture games. Now these action-packed arcade hits are coming to your home on SEGA CD™



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